

# MASHES

- MASH = {<sup>key</sup>name: "Mancos",<sup>value</sup>idade: 350}
- add  
↳ MASH[:symbol] = value  
↓  
key
- access a value → puts MASH[:symbol]
- delete → MASH.delete(:symbol)
- compare if has the value  
MASH.has\_value?(value)  
↳ bool
- return all the keys/values  
MASH.keys  
MASH.values
- length  
MASH.size → number of keys